

# Info Representation



This is not  
accurate but  
will do for  
now.

⇒ **Where to begin?**

Computers store & process **info**

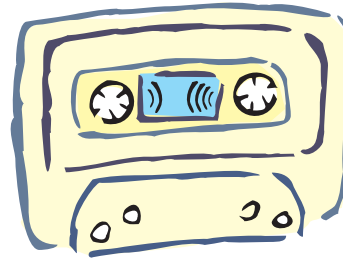
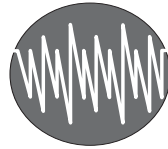
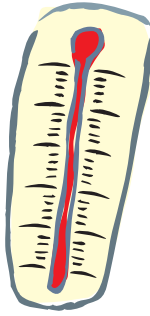
⇒ **Info representation**

In what form?

# Analog Representation



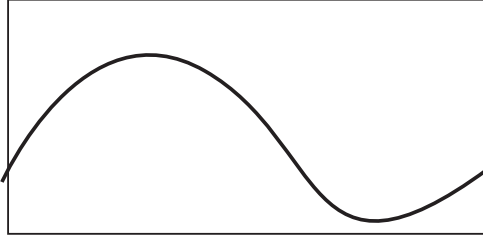
Analog devices store and process information *encoded* as continuous physical signals.



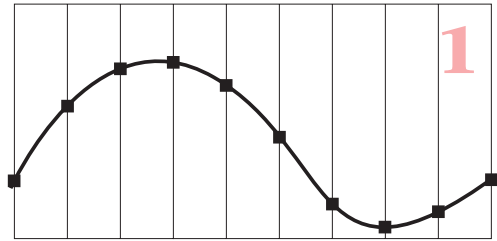
**Quiz**  
What is the desired information in shown devices? What is the continuous *analog signal* in each case?

# Digital Representation

## Analog to digital (A-D) conversion



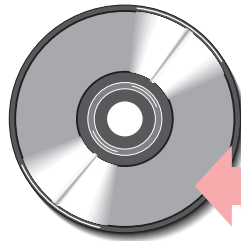
### sampling



### quantization



Digital devices store and process information encoded as numbers.



coding



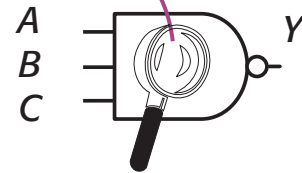
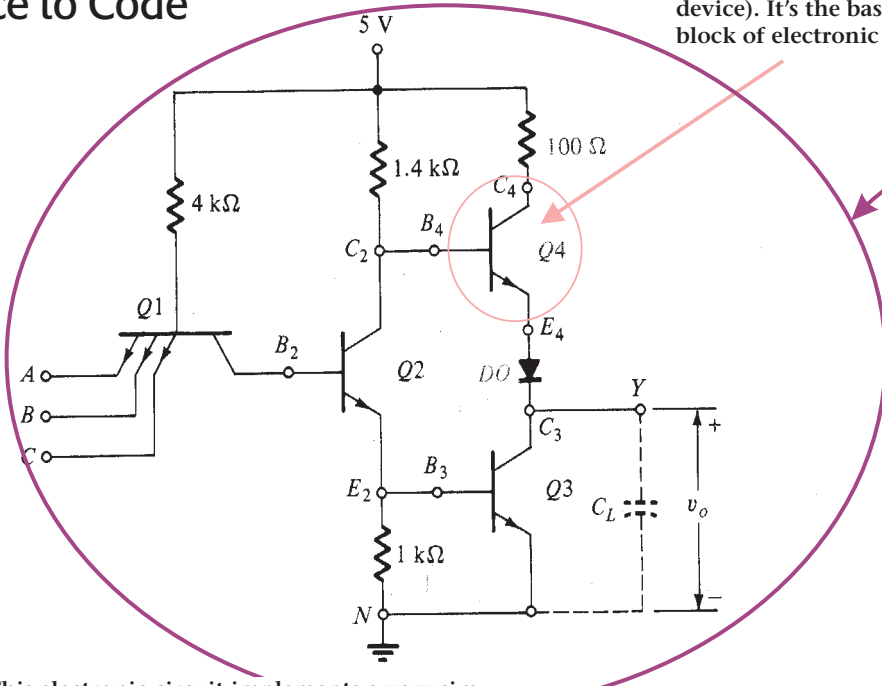
# Electronic Circuits

## From Physical Device to Code

**1** Electronic circuits are used to *implement* digital devices.

**2** The transistor is an elementary *electronic switch* (2-state device). It's the basic building block of electronic circuits.

**4** The NAND gate is a *logical switch*. It switches based on some logic (always ON except when all inputs are 1). It is a basic building block of computing digital devices.



**bit** (binary digit)

**5** Any two symbols can *encode* the two states of logic switches (we like 0 and 1; you will see why later).



**01010101**  
Byte = 8 bits

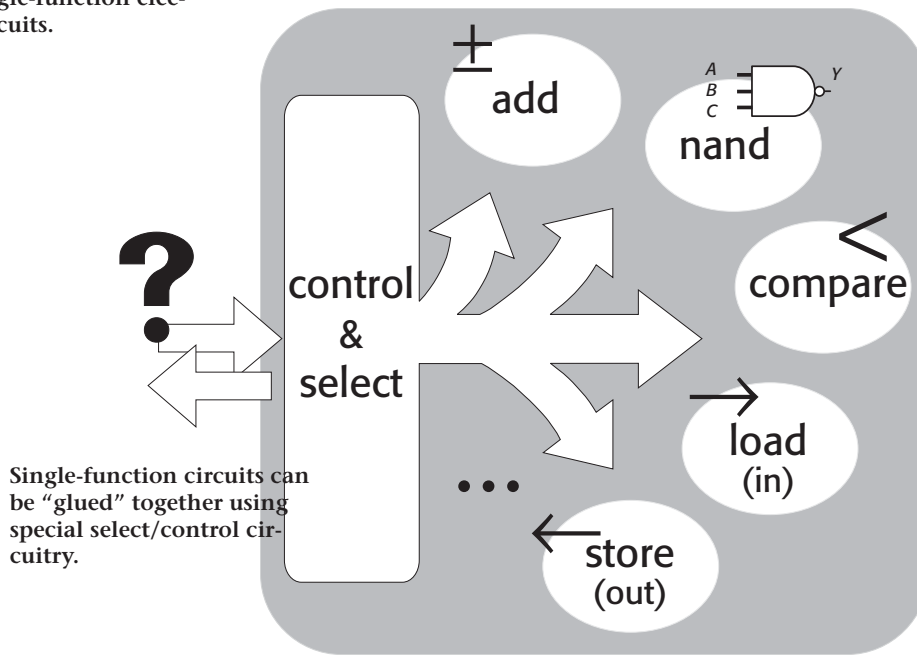
**7** The resulting *binary code* can be interpreted as a number expressed in the binary number system.

**3** This electronic circuit implements a very simple *digital device* (3-input NAND). Five electronic switches are used: 4 transistors, and a diode (simpler electric current switch). **Source:** Microelectronics, Millman & Grabel, 2nd ed (my electronics textbook when I was a student).

**6** Sequences of 0s and 1s encode the states of switches used in digital devices (in other words, encode the state of the device).

# Multifunction Devices

A multifunction digital device can be constructed from many single-function electronic circuits.



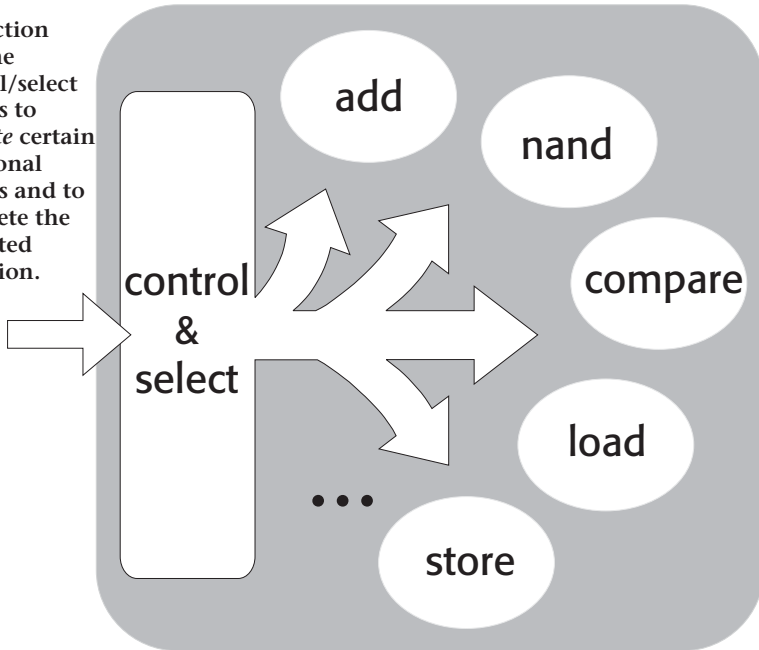
Single-function circuits can be "glued" together using special select/control circuitry.

## How to communicate with the multifunction device?

# Encoding, Instruction Sets & Machine Language

## 3

Each instruction tells the control/select circuits to *activate* certain functional circuits and to complete the requested operation.



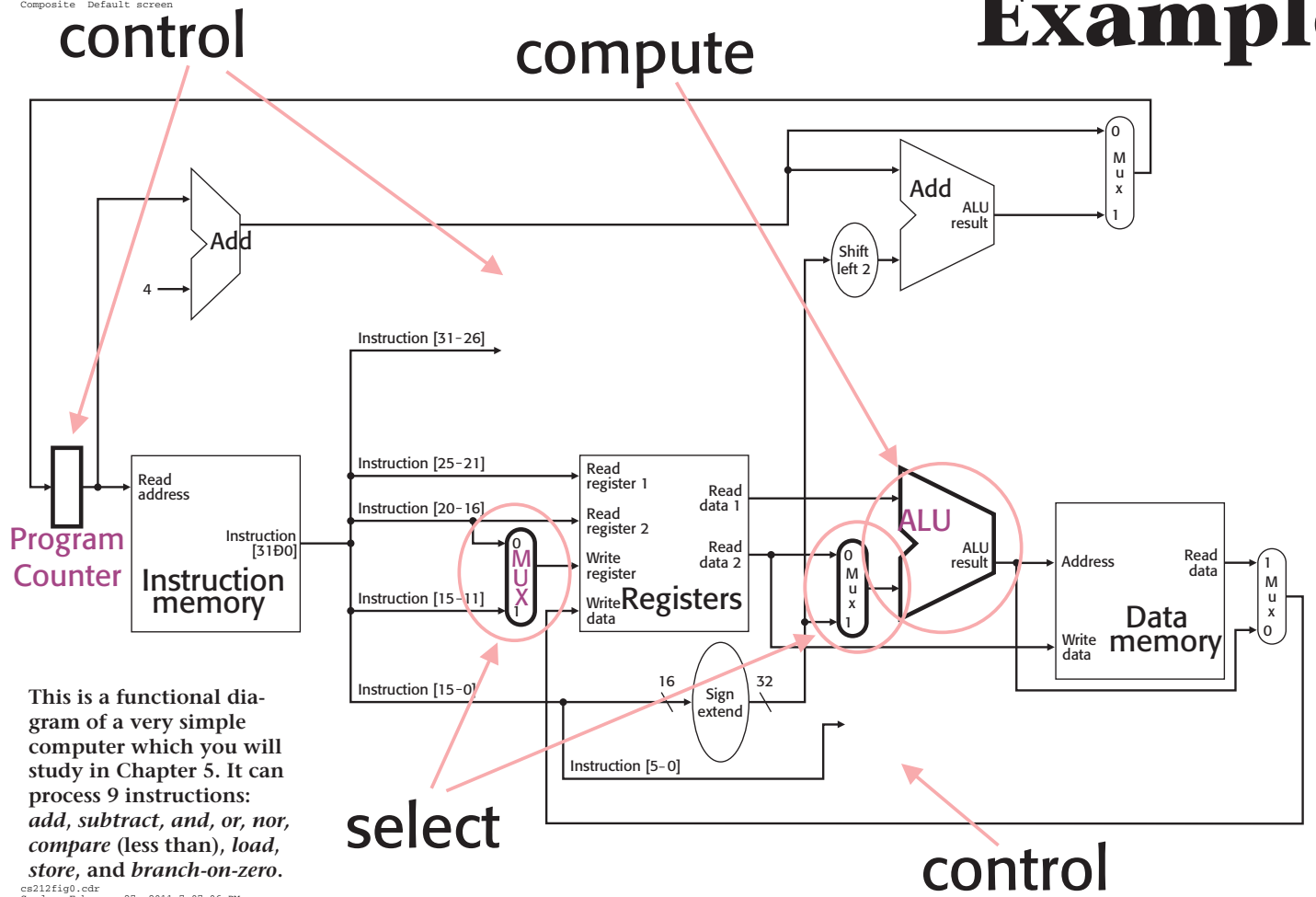
**1** Numbers can *encode* (represent) operations (ops) performed in circuits.

add	0	000
nand	1	001
compare	2	010
load	3	011
store	4	100

...

**2** An *instruction* uses the operation's binary code (or *opcode*) to encode the operation together with any info needed to complete that operation.

# Example



This is a functional diagram of a very simple computer which you will study in Chapter 5. It can process 9 instructions: *add, subtract, and, or, nor, compare (less than), load, store, and branch-on-zero.*

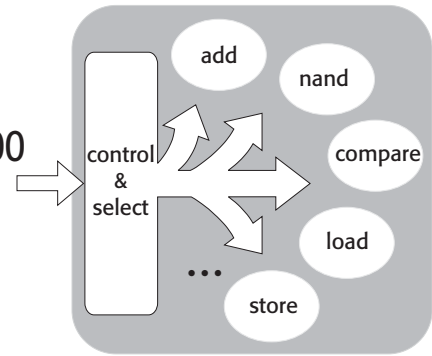
cs212fig0.cdr  
Sunday, February 27, 2011 7:07:06 PM

# Hard vs. Soft Ops

## Hardware operation

Some circuit handles the operation directly. That circuit is activated by an instruction.

000000001010000100000000000011000



## Software operation

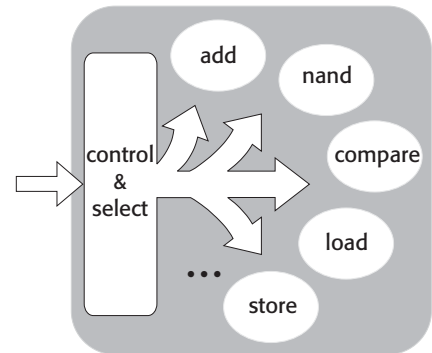
No particular circuit is able to do the operation. The operation is logically defined by a *sequence* of simpler hardware operations, each encoded by an instruction that activates some functional circuit.

10101100111100100000000000000000

101011000110001000000000000000100

0000001111100000000000000000001000

Example: repeat add number 3 times to create multiply-by-3 function

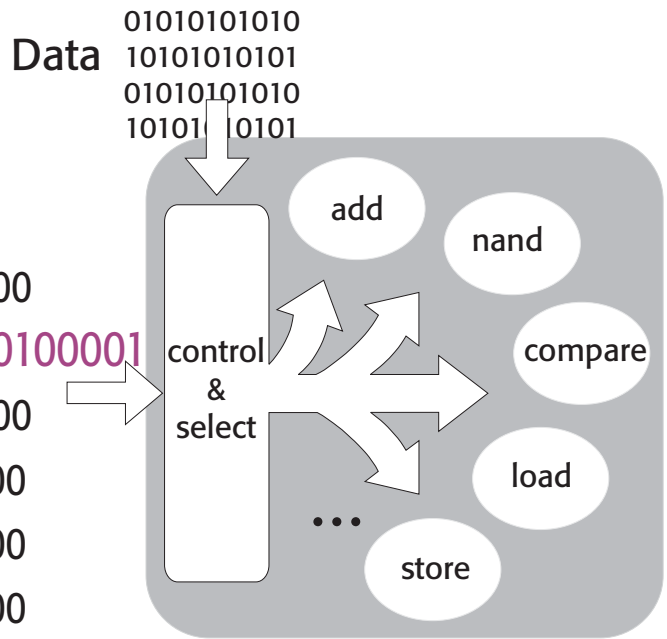




# Programming

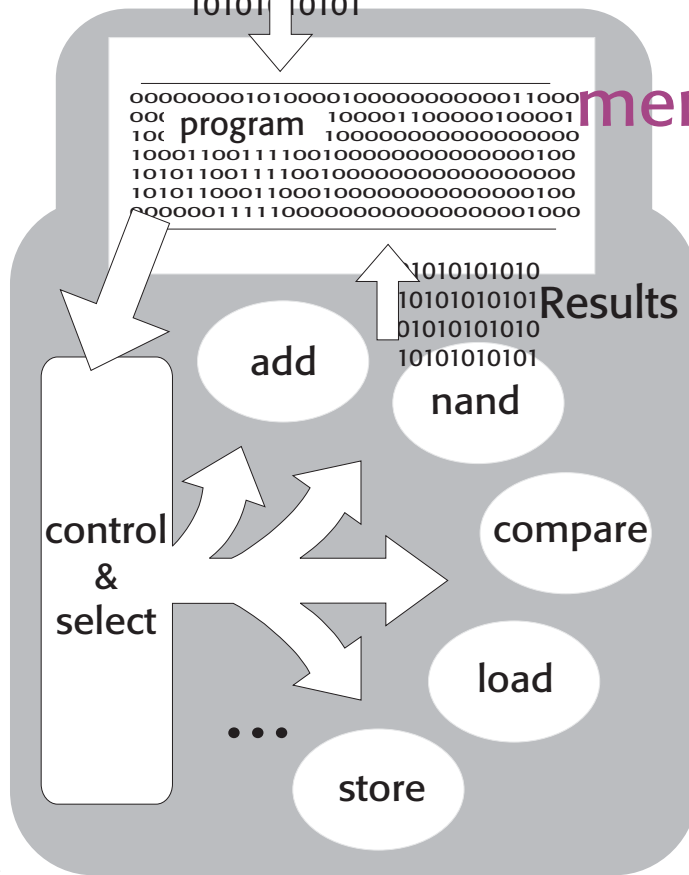
program

```
000000001010000100000000000011000  
00000000100011100001100000100001  
100011000110001000000000000000000  
100011001111001000000000000000100  
101011001111001000000000000000000  
101011000110001000000000000000100  
0000001111100000000000000000001000
```



# Stored Program

Data 01010101010  
10101010101  
01010101010  
10101 0101

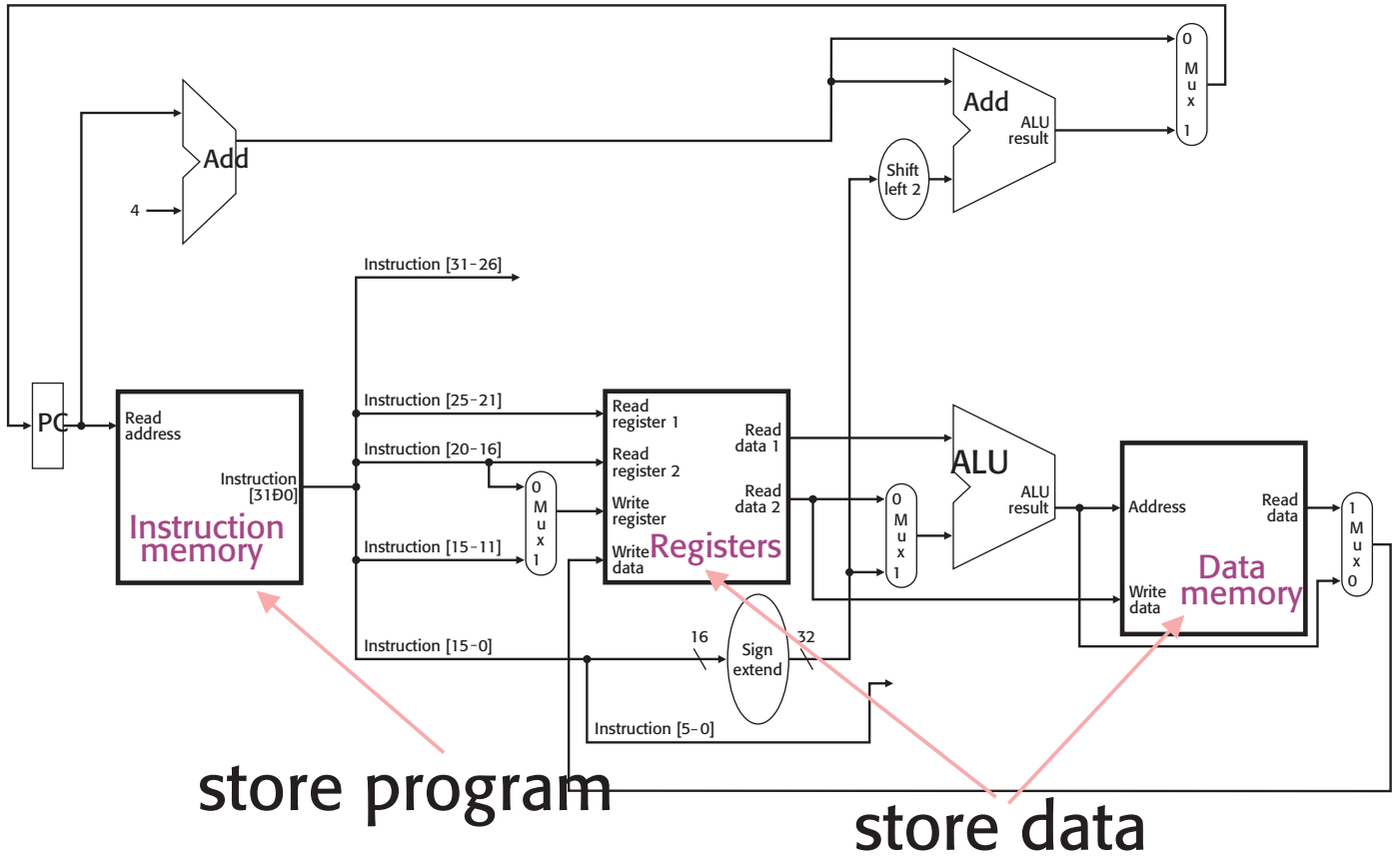


Memory is an electronic circuit which stores program instructions in the same form as data.



**Quiz**  
Do you see now why a computer is much more than a device to store and process info?

# Example



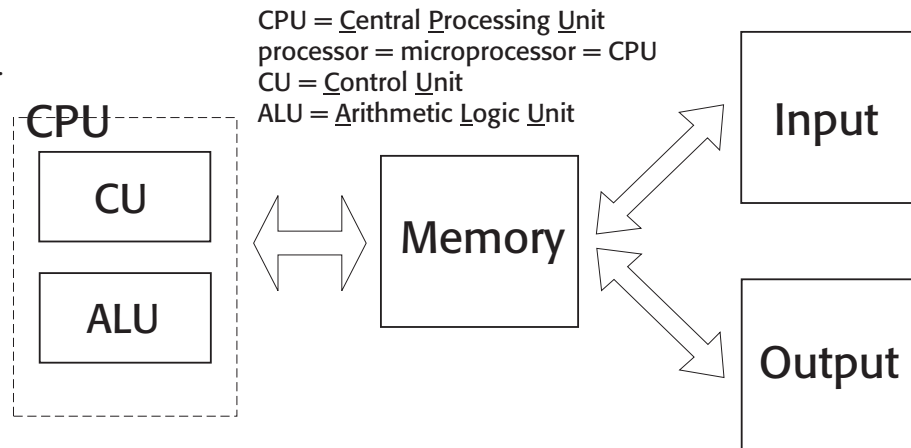
store program

store data

# von Neumann Computer





Check your textbook about opinion on naming the first modern computer model after von Neumann. (Use the index to lookup "von Neumann".)

The main feature of the von Neumann computer is that instructions are binary-coded, the same as data, and stored in the same memory.



CPU = Central Processing Unit  
processor = microprocessor = CPU  
CU = Control Unit  
ALU = Arithmetic Logic Unit

## Modern Computers

-  Programmable: stored program
-  Digital
-  Electronic (so far!)
-  Multifunction

### Quiz

Why is binary code so essential to modern computers?

# Early Modern Computers


## ENIAC

First programmable **electronic** computer  
US WW2-1946, Eckert & Mauchly

## EDSAC

First stored program  
UK 1949, Wilkes

## 1st Week Assignment

- ✓ 1-Page syllabus
- ✓ FAQ (in Arabic)
- ✓  1.1 (pp. 7-9 What You Can Learn...)